

CLAIMS

I claim:

1. An apparatus for gaming comprising:
 - at least one playing field;
 - an object introducer for introducing one or more objects onto the playing field for allowing the one or more objects to traverse thereon;
 - a plurality of detectors associated with said playing field to detect objects traversing across at least portions of the playing field;
 - a symbol selector that associates symbols to the plurality of detectors so that each individual symbol in an available symbol set have the same frequency of association for each of the plurality of detectors;
 - at least one symbol display for displaying symbols associated with said plurality of detectors.
2. An apparatus according to claim 1 and further comprising a maze through which objects traverse on the playing field.

3. A method for operating a gaming machine having a playing field with
objects that traverse the playing field and are detected at a plurality of detecting
positions, comprising:

introducing one or more objects onto the playing field for traversing thereon;
detecting said one or more objects using a plurality of detectors;
associating symbols from an available symbol set to said plurality of detectors,
said associating occurring in a manner that associates symbols to the plurality of
detectors so that each individual symbol in an available symbol set have the same
frequency of association for each of the plurality of detectors.

4. A method according to claim 3 and further comprising displaying the
symbols for at least some of the detecting positions.

5. A method according to claim 3 and further comprising:
displaying the symbols for at least some of the detecting positions;
and wherein said introducing is done so as to cause the one or more objects to
performing traversing through a maze.